

an animated figure having a three-dimensional form, the animated figure being coupled to the housing;

an animated element operatively coupled to the animated figure, the animated element configured to identify the at least one prize; and

5 a processor in communication with the animated figure, the processor being configured to generate a random number, the processor being further configured to cause the animated element to identify the at least one prize if the random number is a predetermined number or within range of predetermined numbers.

10 Please amend claim 21 to incorporate the limitations of claim 26 as follows.

12 21. A gaming system, comprising:

a first gaming device, the first gaming device being adapted to allow a player to play a game;

15 an animated gaming system configured to receive communications from the first gaming device, the animated gaming system including an animated figure with a three-dimensional form;

an animated element operatively coupled to the animated figure; and

20 a processor in communication with the animated figure, the processor being configured to control the animated figure and the animated element, wherein the animated gaming system is activated by a bonus event associated with the first gaming device.

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Please add claims 51, 52, 53, and 54 as follows:

31. An animated gaming system comprising:

- (A) an animated figure having a three-dimensional form;
- (B) at least one symbol representing at least one prize;
- 5 (C) an animated element operatively coupled to the animated figure, the animated element being configured to indicate the at least one symbol, wherein the symbol is positioned to be indicated by the animated element; and
- (D) a processor in communication with the animated figure, the processor being configured to generate a random number and cause the animated element to indicate the at least one symbol depending on the random number.

32. A gaming system comprising:

- (A) a first gaming device, the first gaming device being adapted to allow a player to play a game, the first gaming device being configured to produce a bonus event;
- 15 (B) an animated gaming system in communication with the first gaming device, the animated gaming system comprising an animated figure with a three-dimensional form and an animated element operatively coupled to the animated figure, wherein the animated gaming system is activated when the bonus event occurs.

33. A gaming system comprising:

- (A) at least one symbol;
- 16 (B) at least one ~~lifelike~~ ^{three dimensional} structure, the ~~lifelike~~ ^{three dimensional} structure being configured to move toward the at least one symbol to identify at least one prize, wherein the at least one symbol is positioned to be indicated by the ~~lifelike~~ ^{three dimensional} structure;

- b (C) a processor, the processor being in communication with the ~~lifelike~~ structure, the processor being configured to cause the movement of the ~~lifelike~~ structure according to a random event.

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- 5 54. A gaming system comprising:

- (A) a gaming device having a set of symbols that displays a game outcome, the gaming device being configured to allow a player to play a game and obtain a game outcome; and
- (B) a display device having at least one symbol representing a bonus prize and a ~~lifelike~~ structure, the display device being configured to be activated by a bonus signal from the gaming device,

10 wherein the gaming device sends the bonus signal to the display device upon a bonus event and the ~~lifelike~~ structure is configured to identify the at least one symbol.

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REMARKS

Office Action

Claims 1-50 are pending in the application. In the office action:

- 20 • Claims 1-50 were subject to restriction and/or election requirement. The applicants elected claims 1-12, 21-30, and 41-50. Claims 13-20, 31-40 are withdrawn from further consideration by the examiner as being drawn to a non-elected invention.
- The drawings were objected to under 37 CFR 1.83(a) because the claimed subject matter in claims 8 and 9 are not shown in the drawings.

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